

Fig. 1

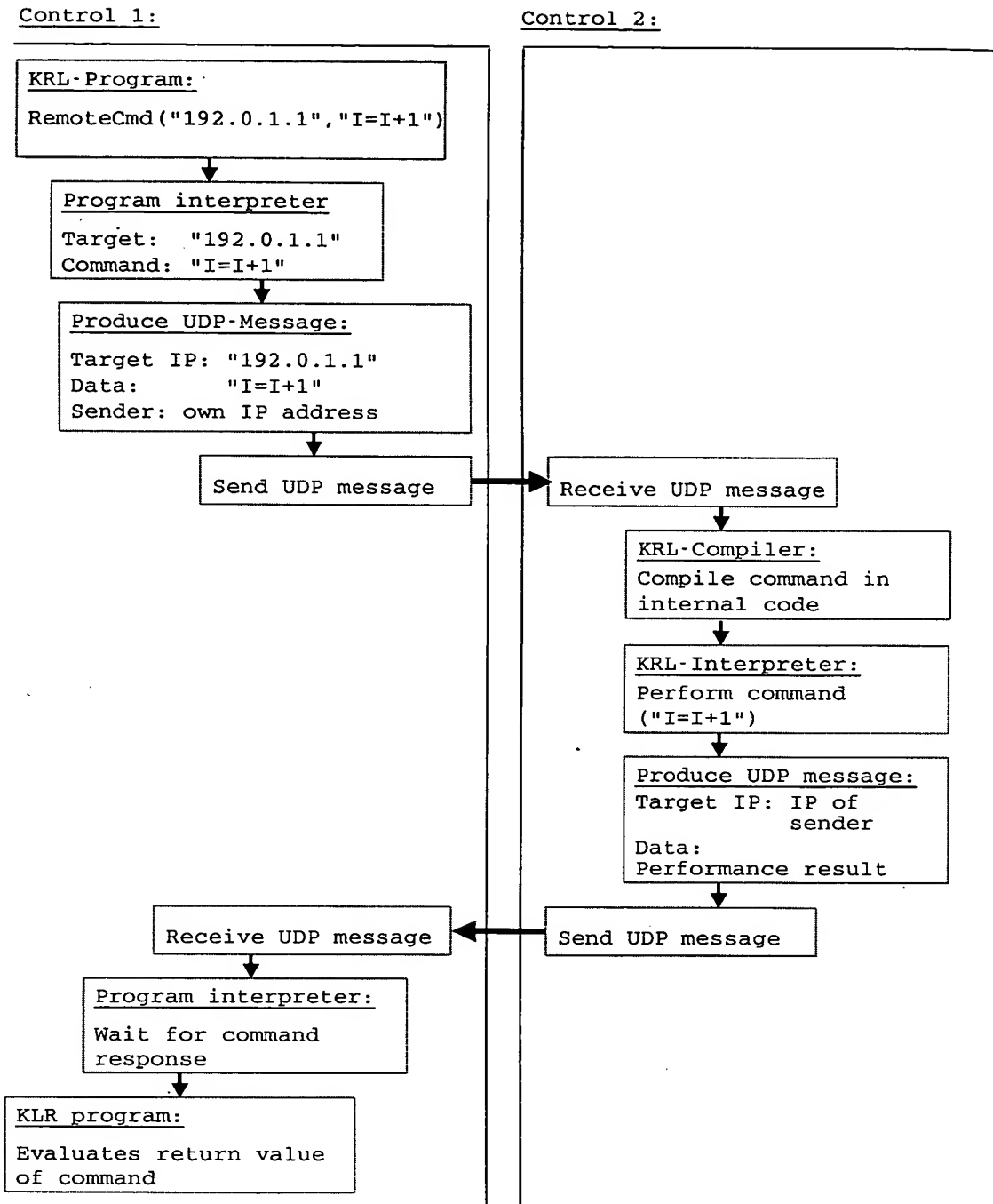


Fig. 2



```
Def Server ( )      Control 1
:
:
;-- wait for the clients to finish the old task--
RemoteCmd(Client_1_IP[], "Wait for Task==#Idle")
RemoteCmd(Client_2_IP[] [], "Wait for
(Task==#Idle)")
;--spawn a new client task--
RemoteCmd (Client_1_IP[] [], "Task=#Weld")
RemoteCmd (Client_2_IP[] [], "Task=#Fetch")
:
:
;--do anything--
Fetch_Server_Part( )
:
:
RemoteCmd(Client_1_IP[] [], "Wait for Task==#Idle")
RemoteCmd(Client_2_IP[] [], "Wait for Task==#Idle")
:
:
End
```

Control 2:

```
Def Client_1( )
Loop
  Wait for Task<>#Idle
  Switch Task
    Case #Weld
      WeldPart( )
    Case #Fetch
      FetchPart( )
    Default
      Error Message...
  EndSwitch
  Task=#Idle
Endloop
End
```

Control 3:

```
Def Client_1( )
Loop
  Wait for Task<>#Idle
  Switch Task
    Case #Weld
      WeldPart( )
    Case #Fetch
      FetchPart( )
    Default
      Error Message...
  EndSwitch
  Task=#Idle
Endloop
End
```

Fig. 3